
Title: Broken Legacy

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Following the death of
Mondain, Mondain's remains
- his heart, brain, and an
arm - came into the
possession of monks of
the Brotherhood of the
Rose. Each year since,
the remains had been put

on display in
commemoration of the
Stranger's victory, and
300 years after
Mondain's defeat, the
next place for display
was Vesper. The fates of
the shards of the

shattered Gem, however,
were unknown until that
time. Some may wonder
how there may be gems
within the worlds if the
worlds are in the gems,
but rest assured many
saw them with their own

eyes. Scattered
throughout the land were
strange tombstones with
odd riddles, and the
solution to these riddles
lead seekers to find
those lost shards, but
the shards themselves

also offered riddles, and
these led to a prophecy:

Upon a day when snow
doth fall, A gathering will
form of noblemen, Among
them some who quarrel
still, Between free will and

the civil man. Whilst
watched by mice and
monsters both, A challenge

shall be made, That
breaketh lances and
severs growth, And stains
fair grass with
hate. Perhaps one day shall

reconcile, Two men whose
hearts were once the
same. Till then the world
shall tremble dire, And
none shall fix the blame.

Within the week, Lord
British issued a

proclamation that to stem
the growing tide of crime
and murder in the land,
an order of knights were
to be established who
would wear shields bearing
the king's symbol of the
silver serpent and bring

order to the land. Lord
Blackthorn in response
also established a
knighthood to bear his
own symbol and to oppose
tyranny. The two resolved
that these orders of
knights would have leave

to fight freely, even
within the cities, without
interference of the
guards.

In the wake of these
announcements, the city
of Wind, long forgotten,

revealed itself to the
world and invited the
most skilled mages to
join Wind and pursue the
principle of Balance. The
Order and Chaos knights
continue to battle
unabated, regardless, even

to this day.

Only a great disturbance
in the aether could have
called the shards from
the deep, and from our
historical perspective, we

can guess at the cause

of that disturbance: our
Britannia's first encounter
with another facet. By
that time in Ilshenar, the
Ilshenarians had banished
the four Followers of
Armageddon Martoo Saul,
Junin Pince, Zendella

Kxriss, and Miron Vehl
through their facet gate
of Justice. The place to
which they were banished
was our own Britannia.
The Followers immediately
set about insinuating
themselves into positions

of influence. They began
to collect bits of
blackrock, the most rare
of substances, and horde
it in secret caches
throughout Britannia. The
peculiar property of
blackrock is that it can

block and channel aetherial
waves as no other
substance can. One
application of this effect
is to open gateways
between dimensions, such
as those the Cabal used
to contact the dark

wisps. They saved the
blackrock for a time
when they would need to
consult with those allies
again. Allies in Britannia
were gathered under the
name of the Zog Cabal
but were never inducted

into the true ethos of
the Cabal in Ilshenar, nor
made aware of the
existence of that facet.

The relics of Mondain,
and their keeper, Brother
Olic, were captured by

orcs on the road
travelling from Vesper to

Britain, but Olic was
rescued and the relics
redisplayed in Britain. In
all likelihood, this was
the first move of the
cabalists, who were still

unknown to the people of
Britannia. There was,
however, another villain
who might have desired
the relics, and none can
say for certain who it
really was who tried to
steal them in Vesper.

The cabal entered public
view by the murder of an
upstanding man, Hartham
the weapons trainer of
Trinsic. The criminal was
found by Crawworth the
captain of the guards to
be a man named Durn,

who however revealed
nothing of use before
taking his own life. At
Hartham's wake, a man
appeared who revealed the
murder to be but the
first act of an agenda
to frustrate Order and

Lord British's desire to
unify the shards, enacted
by an organization calling
itself the Zog Cabal.
Investigation yielded little
information about the
Cabal, but the scrutiny
uncovered gold embezzled

by the paladin Juo'Nar.
Juo'Nar was banished
from Trinsic.

Shortly after, Britannia
was beset on three
fronts. Twin liches
Lathiari and Kyrnia raised

the dead in vile
experiments, Juo'Nar the
fallen paladin harried
Trinsic with armies of
demihumans, and trolls
staked a claim to the

northern shore of Vesper.
Speculation ran rampant

that the Zog Cabal
masterminded it all from
behind the scenes, but
the Cabal's agenda lay on
entirely different lines.
Nevertheless, Crawworth
resigned his position in
Trinsic to dedicate his

time to revealing the
Cabal. In his stead, Flinth
Desryn became the new
captain of Trinsic's guard.

Rather than being agents
of the Cabal, Juo'Nar,
the lich twins, and the

trolls were agents of a
new threat, entirely
unsuspected by anyone at
the time. Minax was by
then aware of the
multitude of other facets
on the shard. She did not
yet have the means to

travel between facets,
but she was able to
communicate across them.
She instructed the troll
brothers G'Splat and
G'Thunk to unify their
people to regain what was
lost to Uulther Malphane,

and she told Juo'Nar of
the magical necklace that
he employed to command
orcs and lizardmen.

Despite this assistance,
the trolls failed in their
objectives. G'Splat was

slain, and afterward the
trolls' resolve evaporated.
Juo'Nar pressed
Britannia's ability to
defend itself, drawing
attention to attacks on
the shrines while raiding
supply caravans. One such

raid led to the death of

the wife of Flinth
Desryn. Desryn redoubled
his efforts at locating
Juo'Nar, until with the
help of Brother Olic,
Juo'Nar was at last
found in Ocllo and slain.

Notably, neither G'Thunk
nor the body of Juo'Nar
were accounted for when
all was said and done...